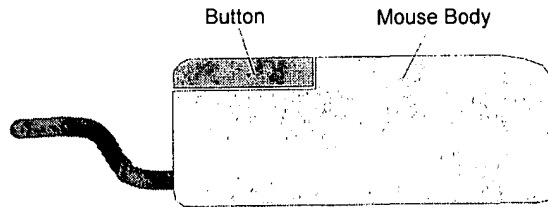


Reversed Cantilever Button Design Implementation in a Mouse

Mouse
Side View

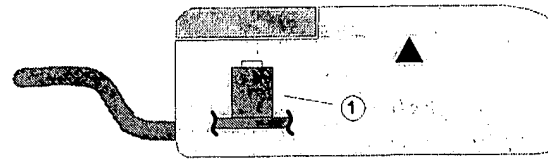


A

B

① Switch inside mouse

**Mouse w /
Traditional Button**
Side View

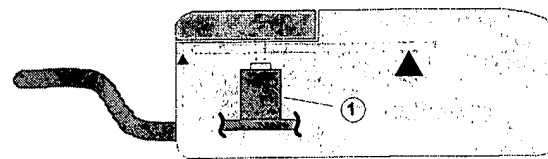


A

B

② Traditional button design with the fulcrum at the back of the button assembly. The force to actuate the button gets heavier moving from A to B.

**Mouse w / Reverse
Cantilever Button**
Side View



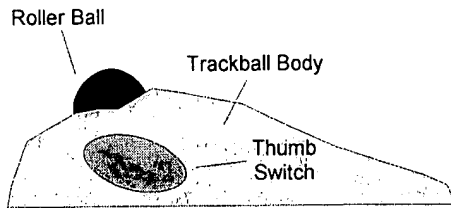
A

B

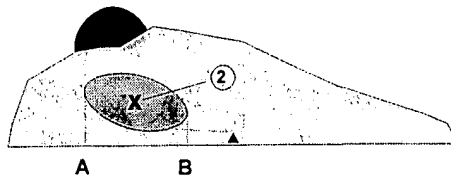
③ Reverse Cantilever button design with the fulcrum at the back of the button assembly and a second fulcrum at the front. The force to actuate the button will be the same or get lighter moving from A to B, depending on the ratio of the spring constants of the two fulcrums.

Reverse Lever Button Design Implementation in a Trackball

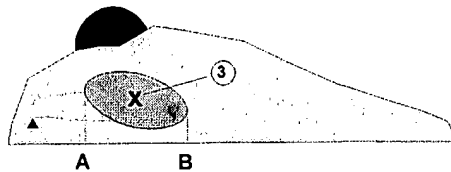
Trackball
Side View



**Trackball w /
Traditional Button**
Side View

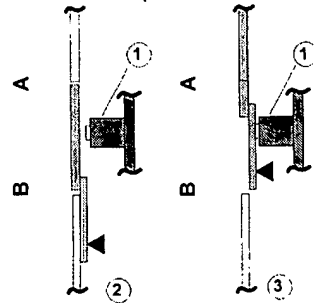


**Trackball w / Reverse
Lever Button**
Side View



Button Assembly

Top View



① Switch inside Trackball

② X - indicates the location of the switch behind the button.

The dashed line represents the lever arm of the button on the inside of the trackball. The triangle, the fulcrum.

Force to actuate the button gets heavier going from A to B.

③ X - indicates the location of the switch behind the button.

The dashed line represents the lever arm of the button on the inside of the trackball. The triangle, the fulcrum.

Force to actuate the button gets lighter going from A to B.

Scale: No Scale